

WARMMASTER[®]

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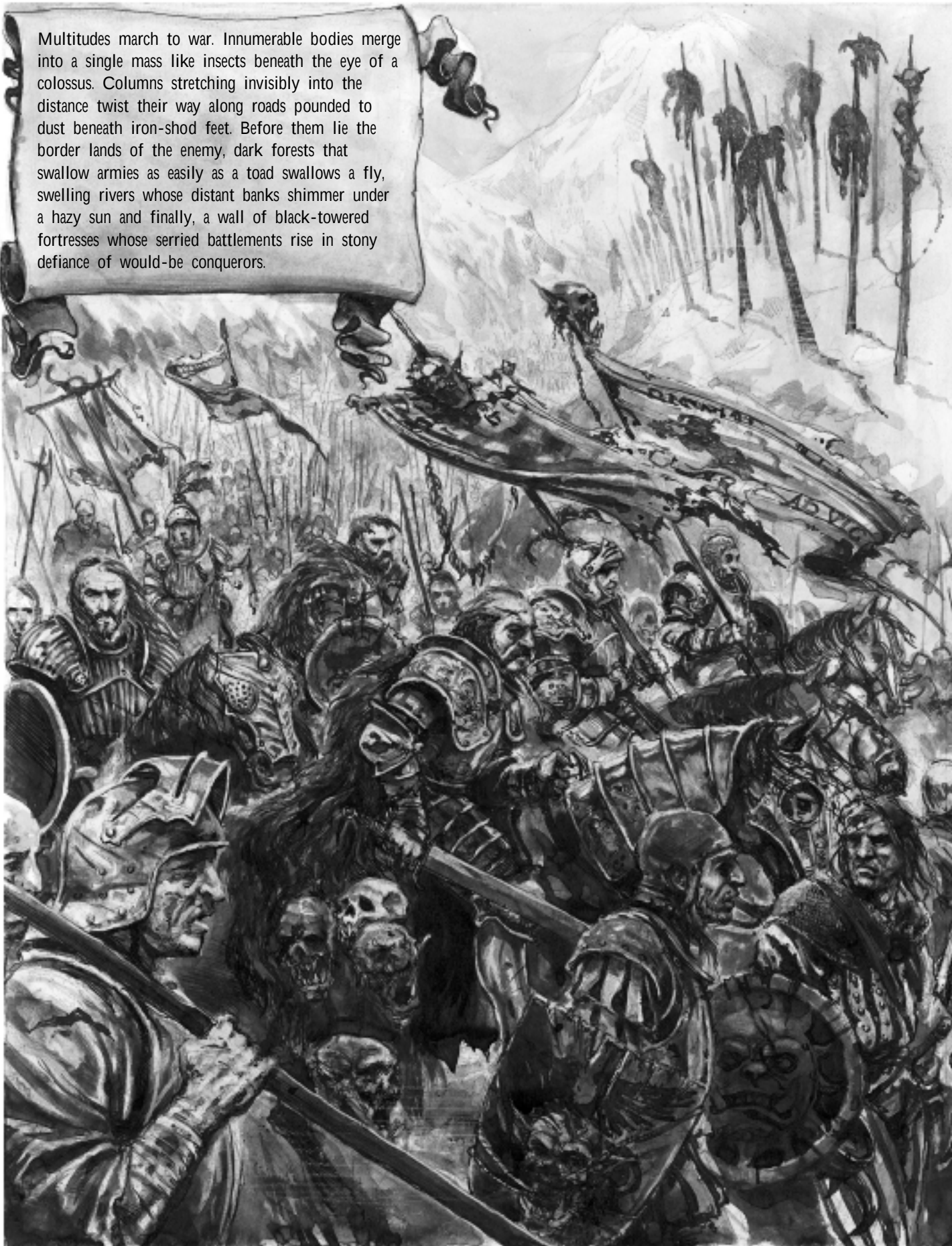
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Multitudes march to war. Innumerable bodies merge into a single mass like insects beneath the eye of a colossus. Columns stretching invisibly into the distance twist their way along roads pounded to dust beneath iron-shod feet. Before them lie the border lands of the enemy, dark forests that swallow armies as easily as a toad swallows a fly, swelling rivers whose distant banks shimmer under a hazy sun and finally, a wall of black-towered fortresses whose serried battlements rise in stony defiance of would-be conquerors.



There can be few people who have collected and gamed with armies of model warriors who have not dreamed of recreating the ultimate big battle. Such a battle wouldn't be just a battle – or rather not just the immediate confrontation between rival warriors – but would encompass the manoeuvre and counter-manoeuve of armies, the disposition of whole brigades and the execution of bold strategies as imaginative as they are ambitious. As venerable generals will know, few games offer such opportunities, preferring instead to restrict themselves to the minutiae of individual combat and the intricate details of weapons and armour. Such things have their place, without doubt, but there surely beckons a bigger and altogether grander challenge.

And that, I guess, is what the Warmaster game is all about! I haven't enough room here to tell you the details. Flick through the book and you'll get an idea of how the game is structured. The photographs will show you what the model armies look like far more effectively than words can describe. What I would like to say is that Warmaster is a very different game to games you might have played before. Indeed, it is very different from Games Workshop's well known Warhammer game, for example, because it represents an entirely different level

of conflict. Veteran players who have become expert at other games, particularly at Warhammer, may at first find some of the concepts in Warmaster disturbingly unfamiliar. As these concepts underpin the whole game it's probably worthwhile taking a look at these from the start.

Warmaster is fundamentally a game based on a general's ability to command rather than on his troops' ability to fight, although that will come in useful too! Each turn of the game reflects the time taken to consider, formulate, communicate and enact decisions made by the general rather than the literal time it might take for a man to walk or run a certain distance or shoot an arrow. Indeed, as in real wars, we must assume that our warriors spend a great deal of time awaiting orders and relatively little time actually moving or fighting. This idea underpins the whole Warmaster game. Enough pre-ambling for now! I've expounded further upon the thinking behind the game at suitable points in the book where I felt it helped explain why specific rules work in certain ways. Therefore it only remains for me to say that I hope you enjoy exploring, playing and (as I would make no claims to perfection) improving upon the Warmaster game as much as I've enjoyed creating it.



Stone shatters with a crack like thunder and broken towers tumble upon the crowds below. Hundreds are crushed in a moment as a mass of dark stone crashes to the ground but the undiminished tide surges forwards, scrambling over the ruins of the fortress wall. With a thousand voices, the horde proclaims its possession of the land it has won – a new nation forged in battle to rule all others! Through the smoke and ruin of destruction they advance, an unstoppable army whose ranks spill into the broad plain as effortlessly as a flood tide. You look upon them with the unshakeable pride of the indomitable Warmaster.